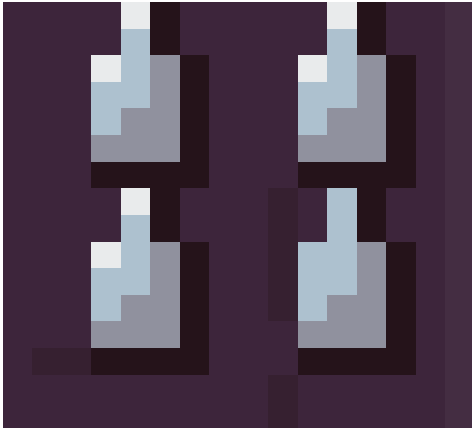
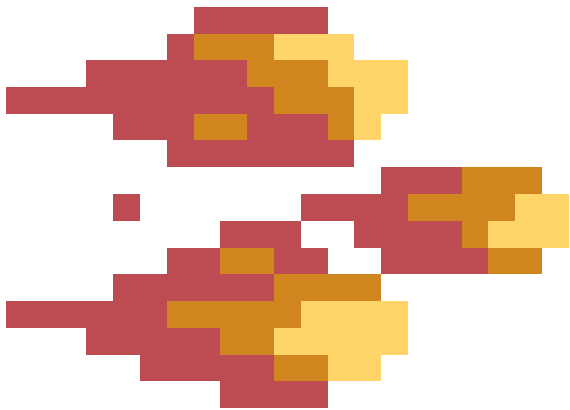


Spikes



If the player steps on the animation when the spikes are raised, the player will lose 1 HP.

Fire Trap



If the player is in the animation when the fire is coming from the wall, the player will lose 1 HP.

A trap that shoots arrows (Dropper)

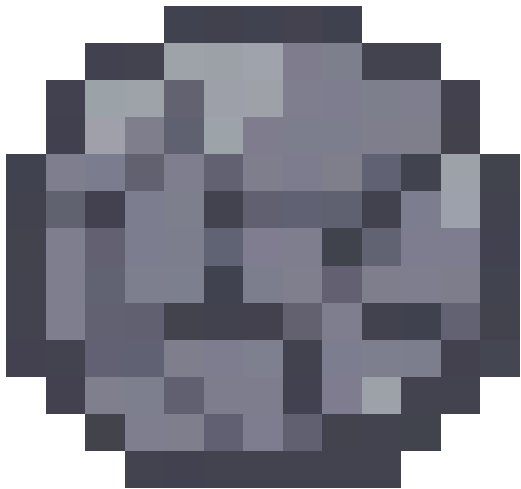


A dropper that releases arrows.

If a player gets hit by an arrow, they will lose 10 HP.

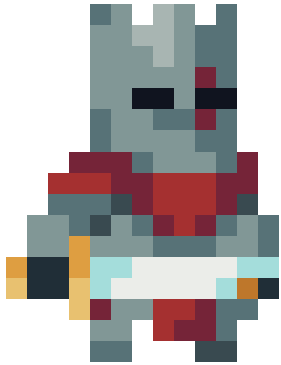
The arrow, as a separate class, disappears upon collision with the player or a wall. Deals 10 HP of damage per hit.

Boulder



A boulder that falls on the player if they get too close (The boulder falls along the Y until it reaches the player or a wall).

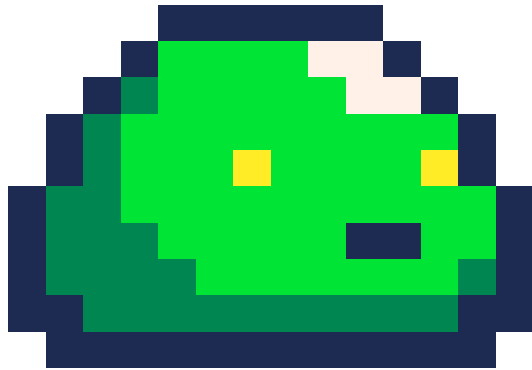
Game character (Knight)



Unique ability: his area attack in his animation deals 50 damage to all enemies.

The Knight has 100 HP.

Slime



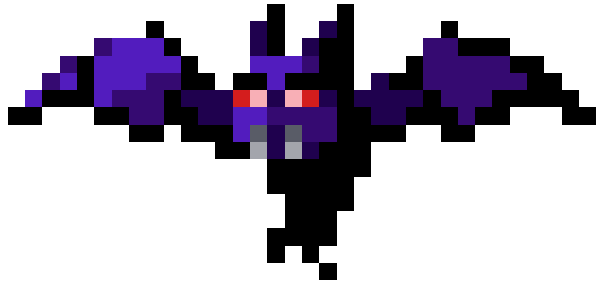
An enemy that attacks at close range has 100 HP and deals 10 HP of damage per hit. Notices the player within a radius of 100 along the X or Y axis.

SkullHead



An enemy that searches for the player (knight), pursues them, shoots projectiles upon detection, and moves toward them. If the knight is at a distance between 100 and 50 along the X or Y axis, the enemy moves closer. If the radius decreases to 50, it begins an attack, shooting blue fire (of the Fire class). The enemy has 150 HP.

Bat



A bat summoned by the boss (mage) has 150 HP and deals 10 damage.

Mage

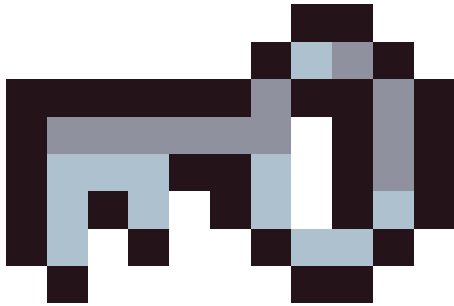


A mage or boss has 1000 HP and two phases. If HP drops below 700 or 400, the boss spawns 1 bat and 1 skull, then continues its attack, dealing 10 HP damage per shot.

After the boss is defeated, the game ends.

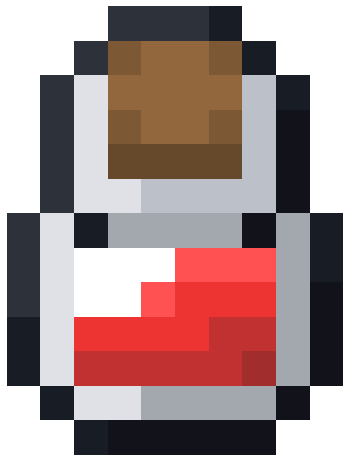
During the boss fight (when the player opens the door), the camera stops following the player to provide a wider view, making the fight more epic :D

Key



The key needed to open the room with the boss is stored in a chest on the map. (It can be picked up and used to open the door.)

Potion



Healing potion that restores 50 HP
when used, can be carried and used
later

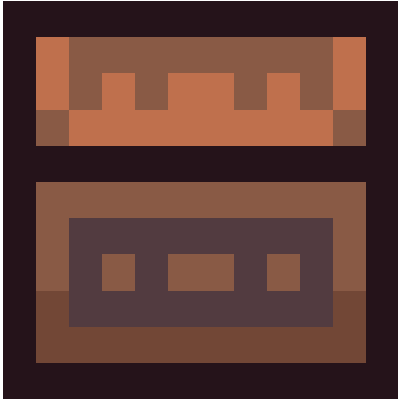
Chest



Chest that holds a key.

Box

A box that holds a
potion



Door and LockeDoor



A door, just a door.

The locked door
opens with a key
and leads to the
boss.



1/1/2025